SETUP

Note:
This command applies to all platforms.

```
SETUP [application-name] [command-name] [I]
```

The SETUP command is used to define applications to which control is to be returned using the RETURN command. This allows you to easily transfer from one application to another during a Natural session.

If SETUP is issued without any parameters, a menu will be displayed for the purpose of entering the command information.

This section covers the following topics:

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Syntax Explanation

application-name

The name of the application to which control is to be returned. A maximum of 8 characters may be used (A8).

If *application-name* is blank, a LOGON command will not be issued. This permits multiple return points within the same application.

If *application-name* is "*", the current setting of the system variable *LIBRARY-ID (that is, at the time SETUP is issued) is used to create the LOGON command when RETURN is issued.

command-name

The name of the command which is to be executed when control is returned to the application. A maximum of 60 characters may be used (A60).

If *command-name* is blank, no command will be issued after the LOGON. This is useful for applications under Natural Security for which a startup program has already been defined.

If *command-name* is "*", the current setting of the system variable *STARTUP (that is, at the time SETUP is issued) is used as the startup command when RETURN is issued.

I Option

If the "I" option is specified, all return points defined with previous SETUP commands will be deleted and the application specified with "SETUP I" will be defined as the new initial application.

In a non-Security environment, if you log on from library "SYSTEM" to another library and no return point has been set, this other library will automatically be set as initial return point.

SETUP/RETURN Example

1. User starts Natural session (default application = "APPL1").
   Return point APPL1 is defined on level 1.
2. User issues command "LOGON APPL2".
3. User executes a program which stacks two commands:
   SETUP *,MENU (establish return point)
   LOGON APPL3 (go to another application)
   Return point APPL2, STARTUP MENU is defined on level 2.
4. User issues command "LOGON APPL4" (user selects another application)
5. User presses a PF key which has the setting "RETURN". Natural will issue for the user:
   LOGON APPL2
   MENU
   Return to APPL2, delete level 2.
6. User executes a program which stacks:
   SETUP *,MENU
   LOGON APPL5
   Return point APPL2, STARTUP MENU is defined on level 2.
7. User executes a program which stacks:
   SETUP *,MENU
   LOGON APPL6
   Return point APPL5, STARTUP MENU is defined on level 3.
8. User executes a program which stacks:
   SETUP *,MENU
   LOGON APPL7
   Return point APPL6, STARTUP MENU is defined on level 4.
9. User executes a program which stacks:
   SETUP *,MENU
   LOGON APPL8
   Return point APPL7, STARTUP MENU is defined on level 5.
10. User executes a program which stacks:
    SETUP *,MENU
    LOGON APPL9
    Return point APPL8, STARTUP MENU is defined on level 6.
11. User issues command "RETURN 2" (return 2 levels back).
    Natural will return user to APPL7, since that was the 2nd previous session (all information for APPL8 is now lost). Level 6 (APPL8) is deleted, level 5 (APPL7) is activated and level deleted.
12. User issues command "RETURN".
    Level 4 (APPL6) is activated, level deleted. Natural will return user to APPL6, since that was the session previous to APPL7.
13. User issues command "RETURN".
    Level 3 (APPL5) is activated, level deleted. Natural will return user to APPL5, since that was the session previous to APPL6.
14. User issues command "RETURN I".
    Level 2 (APPL2) is deleted, level 1 (APPL1) is activated.